

Abstract of the Disclosure

An event management service for a gaming network including one or more gaming machines provides systems and methods for sending and receiving event related messages.

The events include tilts, jackpot wins, software corruption, etc. The gaming services

5 framework comprises a set of services, protocols, XML schemas, and methods for providing gaming system functionality in a distributed, network based architecture that includes gaming machines and servers. The systems and methods provide a service-oriented framework for gaming and property management based upon internetworking technology and web services concepts.

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